

SPIRIT OF THE CENTURY

SKILL AND STUNT SUMMARY

By Brandon Amancio – www.fusionofthought.com/rpg/index.htm

Key

-  Skill Trapping – anyone can use a skill for this purpose.
-  Stunt – a character must purchase the stunt in order to use.
-  In Combat – This use of a Stunt or Skill Trapping only applies during a Conflict
-  Skill Substitution -  Deceit – Use the main skill instead of Deceit
- Req Requires
- 1\ Once per ...

Academics

Skills, page 85 ; Stunts, page 116; Adjudication, page 227

Summary: Measures the character's "book learning".

Primary Uses: The player can ask the GM "What do I know about this subject?" or "What does this mean?"

Character examples: Librarians, Archeologists and Students.

🔍 Research

[Req: Library with *Quality* equal to the level of the question being asked + Time]

Purpose: Answer a question after failing an Academics roll

Adjudication for Research: the best yardstick is obscurity.

- **Beyond Fantastic:** Lost knowledge.
- **Fantastic:** Known by one or two people in the world.
- **Superb:** The handful of leading experts.
- **Great:** All the top men in the field
- **Good and Lower:** The common body of knowledge.

🗨 Languages

Know +1 Language per step above **Mediocre**.

Choose languages as convenient.

MEMORY

📖 WALKING LIBRARY

Always have a Library (*Quality* = Academics).

🔍 *Research* with an actual *Library* take **-1 Time**

📷 PHOTOGRAPHIC MEMORY

[Req: 📖 Walking Library]

🔍 *Research* takes -2 Time

📖 STUDIED RECALL

[Req: 📖 Photographic Memory]

[Use: 1/Scene] Spent 1 Fate - Academics vs Mediocre

Memorize one target per *shift* generated.

Target may be *assessed* for additional details later.

LANGUAGES

📖 *LINGUIST* - Speak five additional languages.

🗨 GIFT OF TONGUES

[Req: 📖 Linguist] – Know all "mainstream" languages.

Use language slots for unusual or fantastic languages.

🗨 Declaring Minor Details

🔍 *Declare an Aspect* – Roll vs GM set Difficulty.

➤ GM does not have to reveal difficulty.

Success – the declaration is true and may be tagged for free once.

Failure – GM has the option to place a temporary "mistaken" aspect on the academic.

🗨 Exposition and Knowledge Dumping

GM may use character as a mouthpiece to convey a lot of information. Reward the Character with **1 Fate Point**.

🗨 The Truth (Plant Bad Information)

[Req: Deceiver need access to the target's library.]

Deceiver: Academics modified by Deceit sets difficulty.

Deceived: Academics vs Difficulty:

Failure – Academics discovers false information,

➤ Failure by 3 or more, then the true information may simply be unavailable.

Success – Researcher discovers false information and recognizes it as false.

SCHOLARSHIP

📖 SCHOLAR

➤ Choose a Field - +1 Academics.

➤ Choose a Field Specialty - +2 Academics, -1 Time

➤ When in an Academic Environment – Use Academics to *compliment* social skills.

📖 DIZZYING INTELLECT

[Req: 📖 Scholar]

➤ 🗨 with 📖 Scholar Field – Deceit

➤ With 📖 Scholar Field – compliment Deceit

📖 IT'S ACADEMIC

[Req: 📖 Scholar]

[Use: 1/Session] – Academics vs GM Set Difficulty to

🔍 *Declare Minor Detail* – Declare +1 *detail* per 2 shifts

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists	Weapons	Guns	Guns	Athletics		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	(Melee)	(thrown)	(Handguns)	(Rifles)	Weapons, Fists		Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Art

Skills, page 89 ; Stunts, page 122; Adjudication, page 228

Summary: Measures the character's overall artistic ability, from painting to dance to music.

Primary Uses: This includes knowledge, composition, and performance.

Character examples: Artistis, Aristocrats, those of the avant garde.

Art as Knowledge

All trappings of **Academics** but focused on **Art**.

Art as Craft

All trappings of a crafting skill.

Art as Performance

Add an **Aspect** to a Scene:

Difficulty: **Fair + Modifiers**

- Adding to a mood (+1)
- Changing a mood (+3)
- Distractions (+1)
- Major Distractions (+3)
- Total Distractions (+5)

PERSONA

RAZOR TONGUE

Craft exquisit insults to **Complement** any social roll with **Art +1**.

POISON WORDS

[Req: **Razor Tongue**]

With **Performance**: Add a **target** to the created **aspect**. Target does not need to be present.

Normal **Performance aspect**. Hate

Poison Words aspect. Hate Lord Octavian

STAGE PRESENCE

[Req: **Virtuoso**]

Halve any additional **difficulty** bonuses due to distractions (rounded down)

ALL THE WORLD'S A STAGE

[Req: one other Art stunt]

Deceit - When convincing a target that he is someone else.

Art as Communication

Art can modify appropriate social skill: **Rapport, Intimidate, Leadership** or **Deceit**

Forgery

Difficulty = Complexity of target.

With original on hand: **Art + 1**

APPRECIATION

THE ARTIST'S EYE

Deceit to determine the *source* of something.

Deceit Empathy – to **assess** the target (artist) *in absentia*.

[Use: 1/Piece of Art]

CREATION

VIRTUOSO

Choose an art form: **+1 Art**

Choose an art form specialty: **+2 Art, -1 Time**

MOVING PERFORMANCE

[Req: **Virtuoso**]

With **Performance**: **aspect** remains in place in any subsequent scenes involving the audience, up to a day.

REPUTATION

COMMISSIONS

[Req: **Virtuoso**]

[Use: 1/Session] **Deceit** Resources

DO YOU KNOW WHO I AM?

[Req: **Virtuoso**]

Identify yourself in order to get your way

Complement: **Rapport, Intimidation, Deceit** and **Contacting**

WEIGHT OF REPUTATION

[Req: **Do You Know Who I Am?**]

Spend 1 Fate: **Deceit** **Rapport, Intimidation, Contacting, or Deceit**

Spend **+1 Fate** to ensure the target knows who you are.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Athletics

Skills, page 91 ; Stunts, page 126; Adjudication, page 231

Summary: This measures the character’s general physical capability.

Primary Uses: Athletics covers running, jumping, climbing, and other broadly physical activities you might find in a track and field event.

Character examples: Athletes, soldiers and outdoorsmen.

Jumping

The difficulty is going to be the bare minimum to clear the distance, so beating that by a few shifts is often a good idea. Outside of that, jumping is often just considered an extension of normal movement.

Sprinting

⚡ Spend Full Action – Athletics vs Mediocre.

Cross a number of zones and borders equal to or less than the total shifts of effect.

Climbing

GM Option: Spend *shifts* to reduce time.

Height	Base Difficulty	* - Climbs of this length are Athletics restricted by Endurance w/o rest.
Short	Mediocre(+0)	
Medium	Fair (+2)	
Long	Great (+4)*	
Extreme	Fantastic (+6)*	

	Slipperiness	Visibility	Distractions
+1	Wet or slick	Dark or Raining	Non-threatening interactions
+2	Completely smooth	Pitch Black	External Dangers

UNCOMMON MOVEMENT

🐀 HUMAN SPIDER

🌀Climb +2. Spend 1 Fate to eliminate all climbing difficulty modifiers resulting from the environment.

🦘 MIGHTY LEAP

Reduce any height related borders by three.

🐎 EQUESTRIAN

🌀 Survival when riding horses or other riding animals.

🌀 Dodging

⚡ Full Action: **Defense +2**
May not attack or 🌀Sprint.

🌀 Falling

Test Athletics to limit the severity of the fall.

GYMNASTICS

🦋 CONTORTIONIST

Use full **Athletics** when attempting impossible contorting tasks.

🦋 ACROBAT

- Reduce **Acrobatic** Difficulties by two.
- Falling rolls: **Athletics +2**
- **Athletics** will never restrict another skill.

🦋 SAFE FALL

[Req: 🦋Acrobat]

Reduce falls by two categories when near a solid surface.

🦋 SLIPPERY

[Req: at least one other Athletics stunt.]

- ⚡ +2 vs *knockback*, *push* attacks
- +2 to escape from bonds.

SPEED

🦋 MARATHON TRAINING

- 🌀 Endurance – with lengthy athletic activity.
- *Compliment* Endurance under most other circumstances.

🦋 FAST AS A LEOPARD

[Req: 🦋Marathon Training]

🌀Sprint Action + 2 or be considered on an “even footing” with a mounted beast or car.

🦋 FASTER THAN A LEOPARD

[Req: 🦋Fast as a Leopard]

🌀Sprint Action + 4 or 🌀Sprint Action +2 and be on an “even footing” with a mounted beast or car.

⚡ No penalties for moving one zone as a supplemental action.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour	
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month	
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Spirit of the Century Skill Summary

Burglary

Skills, page 92 ; Stunts, page 128; Adjudication, page 234

Summary: Know how to steal things or understand how they were be stolen.

Primary Uses: The ability to overcome security systems, from alarms to locks. This also includes knowledge of those systems and the ability to assess them.

Character examples: Burglars, private eyes and even some cops.

🕒 Casing

🕒 **Declare Minor Detail** to add an *aspect* to a target.

LOCKS ADJUDICATION

Front Door, Simple Padlock	Mediocre
Quality Padlock, Office Door	Average
Security Door	Fair
Prison Cell	Good
Safety Deposit Box, Cheap Safe	Great
Expensive Safe	Superb
Bank Vault	Fantastic

PERSPECTIVE

🕒 CRIMINAL MIND

🕒 **Investigation:** When investigating an act committed by someone using the Burglary skill.

Burglary +1 if the character has committed the same crime himself.

🕒 TRIPWIRE SENSIBILITIES

🕒 **Alertness** or **Investigation** to avoid a trap.

🕒 TRESPASS TEMPO

[Req: 🕒 Tripwire Sensibilities]

🕒 **Initiative Skill** when everything is going to plan. Always know how much *time* has passed.

TECHNIQUE

🕒 HATPIN MAESTRO

- *Never* suffer an increased difficulty for lacking proper tools on a **Burglary** roll.
- With *proper* tools **-1 Time**.

🕒 MENTAL BLUEPRINT

+2 to 🕒 **Case** a location.

🕒 THE BIG HEIST

[Req: 🕒 Mental Blueprint + 1 Burglary stunt]

When 🕒 **Casing** a Location:

1. **Burglary** vs **Mediocre** + Difficulty
2. Earn 1 *retroactive aspect* per 3 shifts generated.
3. Spend *retroactive aspects* to:
 - a. Assign an *aspect* as needed [Max: 1/Scene]
 - b. Trade to declare 3 non-aspect facts

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
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Spirit of the Century Skill Summary

Drive

Skills, page 96 ; Stunts, page 138; Adjudication, page 240

Summary: The ability to drive.

Primary Uses: Drive a car at speeds of up to 45 miles per hour!

Secondary Uses: Drive will restrict if attempting to Drive and Shoot

Character examples: Chauffeurs, racers, and getaway drivers.

 **Chases**

Use to close or increase distance.

CARS

 **CUSTOM RIDE**

Drive +1 with your “Special” Car

[Use: 1/Session] Spend 1 Fate - Temporarily add a *device* to the car with 2 Limited Scope Improvements. Many forms of miniaturization and futurization, and several kinds of alternate usage and additional capability, are disallowed at this level of the stunt.

 **PROTOTYPE CAR**

[Req:  Custom Ride]

[Use: 1/Session] Spend 1 Fate - Temporarily add a device to the car with 2 Improvements.

- Car has 3 built-in Improvements.
- Improvements must be defined before or after a session. Improvements can't be changed except by an Engineer. See desc. for add detail.

 **CAR MECHANIC**

[Req: at least two other Drive stunts]

- () **Engineering** with Cars.
- () **Engineering -1** with other Vehicles.

TRICKS

 **DEFENSIVE DRIVING**

During a Chase – Choose difficulty. If successful, pursuers must beat difficulty + 1.

 **ONE HAND ON THE WHEEL**

- May perform minor supplemental action with no penalty.
- May drive as supplemental action with no penalty.
- **Drive** does not restrict a Primary Skill.

 **TURN ON A DIME**

[Req:  Defensive Driving]

During a Chase – Ignore increased difficulty due to environment.

 **UNSAFE AT ANY SPEED**

[Req: at least one other Drive stunt]

The value of any damage this character does to the environment when driving a vehicle is doubled. If an object is taken out by the damage, the result should be spectacular.

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	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
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Spirit of the Century Skill Summary

Empathy

Skills, page 96 ; Stunts, page 141; Adjudication, page 245

Summary: This is the ability to understand what other people are thinking and feeling.

Primary Uses: Spot a liar or tell someone what that person wants to hear.

Secondary Uses: Defense vs Deceit, Initiative in Social Conflict.

Character examples: Gamblers, reporters and socialites.

🕒 Reading People

[Req: Half Hour of Personal Interaction]

- **Empathy vs Rapport +1**
 - Learn a new *aspect* about the character.
- A character may ultimately reveal a total number of aspects equal to his **Empathy** value.

INTUITION

🌀 EBB AND FLOW

Cost: 1 Fate – Before any social exchange initiative, take a quick *read* of any one target as a *free action*.

🌀 PREEMPTIVE GRACE

[Req: 🌀 Ebb and Flow]

Social Conflict Initiative – Empathy +2, wins ties

🌀 TRACK THE SOUL

🕒 – Investigation when trying to find someone you have previously met.

🌀 THE SKEPTIC'S EAR

[Req: at least one other Empathy stunt]

Always know when someone is using the **Deceit** skill on you. You may take a full defensive action with **Empathy +2** if appropriate.

INSIGHT

🌀 COLD READ

🕒 *Read* a target in *Half a Minute* or *a Few Moments*.

🌀 HEART'S SECRET

With a successful **Empathy** 🕒 *Read* – Learn an aspect that is of the Utmost importance.

🌀 HIT THEM WHERE IT HURTS

After any successful **Empathy** check vs target

🕒 Intimidation

🌀 A PEEK INSIDE

[Req: at least two other Empathy stunts]

After a successful **Empathy** 🕒 *Read* – Ask the GM a hypothetical Yes/No/Maybe question about the target's motives. If the answer is Maybe, you may ask a 2nd question seeking details. Answer is not limited to Yes/No/Maybe.

🌀 UNCANNY HUNCH

[Req: at least one other Investigation stunt and one other Empathy stunt]

[Use: 1/Scene] – Make a guess about what the “deal” is with a particular character, object, location, or situation. Do not speak this guess aloud; write it down on a piece of paper and give it to the GM. The GM must accept it as a valid *hunch* that would be something of a revelation if true. Then 🕒 **any Skill** where target of hunch is concerned for one exchange.

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	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Engineering

Skills, page 98 ; Stunts, page 147; Adjudication, page 248; Gadgets and Gizmos, page 207

Summary: The understanding of how machinery works, both for purposes of building it and taking it apart.

Primary Uses: Compliments Science. Build things. Understand how they are built.

Character examples: Inventors, mechanics, and frequently, drivers and pilots.

Building Stuff

An engineer with time and tools can build a variety of items.

Fixing Stuff

Engineering can be used to repair devices, given the right tools and enough time.

Breaking Stuff

Use to setup maneuvers or weirdly indirect attacks

DEVICES

PERSONAL GADGET

Create a personal gadget with 3 Improvements.

UNIVERSAL GADGET

Create a temporary personal gadget on the fly with 2 improvements.

METHODS

DEMOLITIONS

Force Rate +3 with explosives vs target when character can take the time to properly set up the charges.

ARCHITECT OF DEATH

[Req: one other Engineering stunt]

When Engineering a weapon: Difficulty -1, Time -1.

GREASE MONKEY

[Req: one other Engineering stunt]

When Engineering a vehicle: Difficulty -1, Time -1.

MISTER FIX-IT

When fixing something: Time -2 or if Time is *instant* then Difficulty -1.

These bonuses stack with  Grease Monkey.

THUMP OF RESTORATION

[Req:  Mister Fix-It]

Spend 1 Fate: Engineering vs Mediocre.

Device will work for a number of exchanges equal to the number of shifts earned. Future attempts to repair device are Difficulty + 1.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Fists

Skills, page 98 ; Stunts, page 150; Adjudication, page 249

Summary: This is the ability to hold one’s own in a fistfight.

Primary Uses: Attack and Defend in Combat.

Secondary Use: Have a limited sort of knowledge skill covering those areas.

Character examples: Sailors, thugs, and martial artists.

BRAWLING

BRAWLER

Fists +1 on Defense Rolls when *outnumbered*.

When fighting more than 2 *minions*, deal +1 stress on a successful hit.

DIRTY FIGHTER

[Req: **Brawler**]

Any time you *tag* an opponent’s aspect in a fight, you get an additional +1 on the roll.

CRIPPLING BLOW

[Req: **Dirty Fighter**]

[Use: 1/Scene/Opponent] Spend 1 Fate - Target must take a consequence rather than check off a box.

The target may *concede* rather than take the consequence.

SIGNATURE STRIKE

[Req: **Crippling Blow** or **Fist of Death**]

If **Signature Strike** damages the opponent, target takes a *consequence in addition* to checking off a box (or taking a consequence.)

MIX IT UP

[Req: **Brawler**]

Save up *spin* gained on defense and apply it *your* next attack.

ARMY OF ONE

[Req: **Mix it Up**]

Opponents do not gain a bonus due to numbers against you.

WHATEVER’S ON HAND

[Req: **Brawler**]

Weapons when using an *improvised* weapon.

Improvised weapons usually don’t last for more than one exchange.

FISTS OF FURY

[Req: **Brawler**]

Opponents who use an all-out defense against your Fists attacks do not get a +2 bonus.

KUNG FU

MARTIAL ARTS

With Full Action – **Fists** vs **Fists**, target *must* defend.

If successful, place an aspect on the target. Whenever you tag this aspect, you gain an additional +1 to your roll.

BRICKBREAKER

[Req: **Martial Arts**]

[Use: 1/Exchange] – deal double *stress* with Fists to a *non-character* target.

DEMORALIZING STANCE

[Req: **Martial Arts**]

Intimidation

FLYING KICK

[Req: **Martial Arts**]

Move *one zone* + **Fists**: Attack without penalty.

Move *two zones* + **Fists**: Attack with -1 penalty.

FLOW LIKE WATER

[Req: **Martial Arts**]

Full Defense is **Fists** +3 (instead of **Fists** +2)

BEND LIKE THE REED

[Req: **Flow Like Water**]

When you gain *spin*, make a free *throw* maneuver vs target.

LETHAL WEAPON

[Req: **Martial Arts**]

If opponent opts to take a mild or moderate consequence from a blow you have dealt, **spend 1 Fate** to increase the severity of that consequence by one step. Opponent may offer a concession rather than take the increased consequence.

FIST OF DEATH

[Req: **Lethal Weapon**]

[Use: 1/Fight] Spend 1 Fate - after landing a successful blow – fill opponents *highest* unchecked stress box automatically.

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	(Melee)	(thrown)	(Handguns)	(Rifles)	Weapons, Fists		Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Gambling

Skills, page 99; Stunts, page 154; Adjudication, page 251

Summary: Some games are pure luck, but a good gambler doesn't play those.

Primary Uses: The knowledge of how to gamble and moreover, how to win when gambling.

Secondary Use: It also includes knowledge of secondary things like bookmaking.

Character examples: Gamblers and dapper secret agents.

🎲 Playing the Game

[Req: Contacting Roll Complemented by Gambling vs Quality of Game]

- **Gambling vs Gambling** to win or lose Resources equal to quality.

LUCK

🎲 GAMBLING MAN

[Req: one or more compellable aspects related to gambling]

Compels involving **Gambling** automatically start out at the 2 fate point level.

🎲 DOUBLE OR NOTHING

[Req: 🎲 Gambling Man]

[Use: 1/Scene]

[Req: Lose a Gambling roll]

1. Declare "Double or Nothing!"
2. *Both* sides reroll.
 - If Gambler wins, no loss to participants.
 - If Gambler loses, he takes a hit equal to double the value of the initial loss.
 - Regular stakes game becomes High Stakes.
 - High Stakes game becomes a matter of life and death.

🎲 THE DEVIL'S OWN LUCK

[Req: 🎲 Gambling Man and at least one other Gambling stunt]

Use **Gambling** on games of *pure* chance.

SKILL

🎲 KNOW WHEN TO FOLD 'EM

When gambling with NPCs – GM rolls NPC's *Gambling in advance*. This roll is kept secret.

The GM then indicates whether the NPC's roll is *above* or *below* the player's character's **Gambling** skill – just not by how much. Player may excuse himself from the **Gambling** contest or play proceeds as normal.

🎲 NEVER BLUFF A BLUFFER

- ⌚ Deceit to run a bluff.
- ⌚ Empathy to see through a bluff.

🎲 WINNINGS

[Use: 1/Session] ⌚ Resources

🎲 PLAYERS' CLUB

[Req: at least one other Gambling stunt]

- ⌚ Contacting

🎲 GAMBLING BUDDY

[Req: 🎲 Players' Club]

[Use: 1/Session] – Introduce a Companion with **Skilled (Gambling)** and **2 Advances**.

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Spirit of the Century Skill Summary

Guns

Skills, page 99; Stunts, page 157; Adjudication, page 252

Summary: Sometimes characters just need to shoot things.

Primary Uses: With a gun, characters can shoot up to two zones away – three if it’s a rifle.

Secondary Use: Use non-gun weapons that shoot at a distance (at a small penalty)

Character examples: Soldiers, assassins, and hunters.

Requirements: A gun in hand, or at least close as hand.

Use Guns to Attack, but not to Defend.

Knowledge - Well-versed in a variety of small and large arms and ammunitions.

AIMING

LONG SHOT

Use pistols up to three zones

Rifles and other such weaponry reach an additional zone

SHOT ON THE RUN

Defend with **Guns** vs **Physical Attacks**.

STAY ON TARGET

With *aiming* maneuver, **Guns +1** to place aspect, **Guns +2** with a targeting scope.

TRICK SHOT

Guns +2 vs an inanimate object.

AMMUNITION

FAST RELOAD

Spend 1 Fate – Remove “out of ammunition” minor consequence. The next consequence will still be moderate

Defend +2 vs “out of ammunition” temporary aspect resulting from a maneuver.

ONE SHOT LEFT

Declare this is the *last* bullet – Attack with **Guns +3**. To acquire more ammo requires an action. Fast Reload cannot remedy this “out of ammunition.”

RAIN OF LEAD

Ignore 2 points of penalties when performing a *block*.

DRAW

QUICK DRAW

Take no penalty for drawing a gun as a supplemental action.

If this action is actively blocked such an action treat that block as Value -2.

LIGHTNING HANDS

[Req: Quick Draw]

Alertness for Initiative.

SNAP SHOT

[Req: Lightning Hands]

Spend 1 Fate: Take a free preempt action with Guns. Each time Snap Shot is done in the same scene, the fate point cost increases by one.

FIREPOWER

GUN-CRAZY

Engineering with Guns.

CUSTOM FIREARM

[Req: Gun-Crazy]

Own a Gun *Gadget* with the *Craftsman* Improvement, plus 2 Improvements.

➤ Improvements may be changed between sessions.

When Repairing: Time -4

TWO GUN JOE

Shoot with 2 Guns. If target is hit for Stress, then Stress + 1

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Pilot

(Skills, page 105; Stunts, page 179; Adjudication, page 263)

Summary: You know how to fly ... things.

Primary Uses: Fly a plane

Secondary Uses: Know things about planes.

Character examples: Professional pilots, idle rich.

FLIGHT

✶BARNSTORMER

If the plane could fit, it can.

Spend 1 Fate – The player can fit the plane in places it absolutely should *not* be able to.

✶FLAWLESS NAVIGATION

Never get lost while flying. Difficulties to Pilot rolls for navigation are never reduced by more than 2.

✶FLY BY NIGHT

Never face increased difficulties due to environmental factors (darkness, weather) when flying.

✶FLYING ACE

() **Guns** when dogfighting.

✶DEATH FROM ABOVE

[Req: ✶Flying Ace]

+2 Stress on a successful hit while dogfighting.

This stunt can't be used two exchanges in a row.

✶WALK AWAY FROM IT

[Req: at least two other Pilot stunts]

He and his passengers are all considered “out of sight” when the plane crashes.

PLANES

✶PERSONAL AIRCRAFT

Pilot +1 with “Special Plane”

[Use: 1/Session] **Spend 1 Fate** to temporarily add a device to the plane with 2 Limited Scope

Improvements. Many forms of miniaturization and futurization, and several kinds of alternate usage and additional capability, are disallowed at this level of the stunt.

✶PROTOTYPE AIRCRAFT

[Req: ✶Personal Aircraft]

[Use: 1/Session] **Spend 1 Fate** to temporarily add a device to the Plane with 2 Improvements.

Plane has 3 built-in Improvements.

Improvements must be defined before or after a session. Improvements can't be changed except by an Engineer. See desc. for add detail.

✶PLANE MECHANIC

[Req: at least two other Pilot stunts]

() **Engineering** with Planes.

() **Engineering -1** with other Vehicles.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists	Weapons	Guns	Guns	Athletics
	(Melee)	(thrown)	(Handguns)	(Rifles)	Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Rapport

(Skills, page 106; Stunts, page 181; Adjudication, page 263)

Summary: Talk with people in a friendly fashion and make a good impression.

Primary Uses: Convince someone to see your side without threats.

Character examples: Grifters, reporters, and good cops.

🕒 First Impressions

Initial Contact – Rapport roll then consult *attitude table*.

🕒 Closing Down

Defense vs Empathy – Req: Desire to reveal nothing and Full Defense action – **Rapport + 2**

Rapport controls the face the character shows to the world, and that includes what they choose *not* to show.

CHARISMA

🔥 BEST FOOT FORWARD

If a target ever gains spin on an impression “defense”, it does not cause his attitude to degrade by one step.

🔥 FIVE MINUTE FRIENDS

Spend 1 Fate + 5 Minutes - Make a steadfast friend in a place you’ve never been.

🔥 INTERNATIONAL

Never suffer any penalties or increased difficulty for being unfamiliar with a setting.

🔥 LADIES’ MAN/POPULAR GAL

Rapport +2 when seducing a target who could be receptive.

🕒 Opening Up

Defense vs Empathy – If Defense succeeds, then defender reveals a any true aspect of their choice.

WORDPLAY

🔥 BLATHER

Rapport vs Resolve or Rapport.

If you win, test again next round.

If you lose, **Spend 1 Fate** to win.

If Target loses then the difficulty of any perception (usually Alertness) checks are based off your base

Rapport skill, or your last successful roll, whichever value is higher.

🔥 HEART ON MY SLEEVE

Rapport +1 when 🕒 Opening Up vs Empathy read.

If you gain *spin* on your defense, you may substitute one alternate *true, non-trivial* fact about yourself instead of revealing an aspect.

🔥 THE RIGHT QUESTIONS

🕒 Contacting if target is Neutral or Positive towards you.

🔥 SMOOTH OVER

Rapport +2 to calm target down provided you are not the *direct* reason they are upset.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Resolve

(Skills, page 107; Stunts, page 184; Adjudication, page 265)

Summary: A measure of a character’s self-mastery (i.e. courage and willpower.)

Primary Uses: Defense against most kinds of social manipulation or distraction.

Secondary Uses: Resist torture or the strange mental powers of psychic villainy.

Character examples: Grizzled Veterans, Spies, former prisoners.

Resolve (Composure Track)

- Mediocre (5)
- Average-Fair (6)
- Good-Great (7)
- Superb-Fantastic (8)

COOL

SMOOTH RECOVERY

The character may take one additional *moderate, social* or *mental* consequence than normal.

COOL CUSTOMER

[Req: **Smooth Recovery**]

[Use: 1/Exchange] **Resolve** vs **Mediocre** to remove a checkmark in his first mental stress box.

If he desires, after a successful roll, he may instead **spend a fate point** and remove *any* single composure stress track box of a value equal to or less than the shifts he gained on his roll.

APLOMB

[Req: **Smooth Recovery**]

The character’s composure stress track rolls down instead of up.

UNFLAPPABLE

[Req: **Smooth Recovery**]

Resolve +2 vs a purely fear-based Intimidation action.

RIGHT PLACE, RIGHT TIME

[Req: **Unflappable**]

Defend with **Resolve**.

Character may not **Sprint** and may only Defend.

TENACITY

INNER STRENGTH

Resolve +2 vs Torture

With Full Defense - **Resolve +3** vs Torture

IRON DETERMINATION

Bluntly speak your true intentions

Intimidation +1, Resolve +1, Defense +1

You may no longer use Rapport with the same audience.

STILL STANDING

[Req: **Inner Strength**]

The character may take one additional *moderate* consequence of *any type* before being taken out. Maybe combined with Feed the burn and/or Smooth Recovery.

DRIVEN

[Req: **Still Standing**]

Always be considered to have an “inspiration” rationale to spend fate points to invoke any of the consequences he has taken.

UNYIELDING

[Req: **Driven**]

Spend 1 Fate – Convert any one health stress hit into two 1-point hits of composure stress (subject to roll-up).

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists

T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
	Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Science

(Skills, page 109; Stunts, page 191; Adjudication, page 266)

Summary: “Science!”

Primary Use: A broad knowledge of all things scientific, from raw knowledge to the proper application of scientific method, and includes the field of medicine.

Secondary Uses: Create things with Science

Character examples: Scientists and physicians, but any gentleman of quality has at least some familiarity with the sciences.

🔬 Lab Work

🕒 **Academics** – [Req: A Lab]

🔬 Medical Attention (pg 267)

Stress Track: Full Action – **Science** vs **Mediocre**

1 Shift – lvl 1 Box	7 Shifts – lvl 4 Box
3 Shifts – lvl 2 Box	9 Shifts – lvl 5 Box
5 Shifts – lvl 3 Box	etc ...

Heal Consequences: With Scene – Provide *proper* medical attention.

Success: Time -1 to recover.

(GM consent) **Success + Spin:** Time – 2 to recover

Consequence	Difficulty to Reduce Time
Mild	Mediocre
Moderate	Fair
Severe	Great

MEDICINE

🔬 FORENSIC MEDICINE

🕒 **Investigation** for medical evidence
If roll would normally be Science (i.e. autopsy), then Science -2

🔬 DOCTOR

Science +2 to provide first aid or proper medical attention

🔬 MEDIC

[Req: 🔬 Doctor]

When performing *First Aid* – every shift past the first one improves the level of stress that may be removed. If total is greater than physical stress capacity, he may remove a *minor, physical* consequence.

🔬 SURGEON

[Req: 🔬 Doctor]

Science +1 when performing surgery or other intensive medical work.

Choose a medical specialty - **+2 Science, -1 Difficulty**

🔬 Science!

To declare an *aspect*

THEORY

🔬 SCIENTIFIC GENIUS

Choose an scientific field - **+1 Science**
Choose an an scientific specialty - **+2 Science**
-1 Time when researching.

🔬 THEORY IN PRACTICE

[Req: 🔬 Scientific Genius]

[Use: 1/Scene] **Spend 1 Fate** – substitute **Science** for any other skill (with GM’s approval.)

If the roll generates no shifts, the scientist takes a minor consequence (i.e. crackpot)

🔬 SCIENTIFIC INVENTION

[Req: 🔬 Scientific Genius]

🕒 **Engineering** when creating new devices and upgrading technology.

🔬 WEIRD SCIENCE

[Req: 🔬 Scientific Invention]

With Gadgets – use any improvements that are marked as requiring **Weird Science**.

When assisting an Engineer that engineer may include Weird Science improvements for a single improvement allocation on one of his personal or universal gadgets. Science restricts Engineering.

🔬 MAD SCIENCE

[Req: 🔬 Mad Science]

Choose a **Mad Science** theme. Create gadgets that even a 21st century person would deem impossible, unlikely, or simply too advanced for mankind’s present capabilities.

All improvements must fit the **Mad Science** theme.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Sleight of Hand

(Skills, page 111; Stunts, page 195; Adjudication, page 268)

Summary: The hand can certainly be quicker than the eye.

Primary Use: This skill covers fine, dexterous activities like stage magic, pickpocketing, and replacing an idol with a bag of sand without tripping a trap.

Secondary Uses: Create things with Science

Character examples: Stage magicians, pickpockets, and jugglers.

Pickpocket

To Pickpocket: **Sleight of Hand** vs **Alertness**
(complimented by Sleight of Hand)

Modifier: Defender receives +2 for Full Defence unless distracted. Observers may also detect, but do not receive +2.

DISTRACTIONS

BUMP AND GRAB

Spend 1 Fate – Make a *simple* Sleight of Hand attempt as a *free* action.

COOL HAND

When performing *any* fine manual work – Ignore any difficulty increases from the environment

[Use: 1/Scene] Eliminate one single *non-environmental* penalty that affects his **Sleight of Hand**.

SUCKER PUNCH

 **Fists** on the first exchange when initiating an attack with someone who is not be expecting it.

Art of Distraction

Hide something reasonable in plain sight:

Sleight of Hand vs **Investigation**

SHOWMANSHIP

JUGGLER

Sleight of Hand +2 when juggling or  **Art**

 with Thrown weapons – compliment **Weapons**

LEGERDEMAIN

 **Art** + 1

If you are covering up some other sort of activity at the same time, your effort to conceal receives a +1 as well.

STAGE MAGIC

[Req:  **Legerdemain**]

Provided you are acting within an arena you control there are simply no size limitations (within reason) on what you may use **Sleight of Hand** on.

MASTER OF ILLUSION

[Req:  **Stage Magic**]

With  **Stage Magic: Time** – 3

i.e. 30 minutes becomes a 1 minute.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Spirit of the Century Skill Summary

Survival

(Skills, page 112; Stunts, page 200; Adjudication, page 270)

Summary: This is the skill of outdoorsmen.

Primary Use: It covers hunting, trapping, tracking, building fires, and lots of other wilderness skills that a civilized man has no use for.

Character examples: Explorers, hunters, scouts, and lords of the jungle.

Animal Handling

Social Skill for modifying an animal's reactions or actions.

Riding

Drive for Animals

BEASTS

ANIMAL COMPANION

Create a Companion with 4 Advances.
 Only "Physical" Advances may be chosen.
 At least 2 Advances must be spent on *Skilled* or *Quality*.
 Skilled must be: **Athletics, Fists, Might, Stealth, or Survival**.
 One Skilled Advance may be outside this list if appropriate.
 Companion as Mount: **Survival +1**, Must be large enough to ride.

ANIMAL FRIEND

Choose a particular type of animal
Animal Handling + 2

CALL OF THE WILD

[Req: **Animal Friend**]
Survival vs Mediocre – Shifts summon animals (x1, regular, x10 if small, x100 vermin)
 Animal type must be specified in **Animal Friend** or **King of Beasts**.

KING OF THE BEASTS

[Req: **Animal Friend**]
 As **Animal Friend** but applies to creatures of the sea, creatures of the land, or vermin.

Camouflage

[Req: a few hours to build a blind]
Stealth in the Wilderness
 Blind will last for one day + 1 Day per shift.

Scavenging

If characters need to scrounge up something from the wilderness – sticks, bones, sharp rocks, vines that can serve as plants and so on

ORIENTATION

DUE NORTH

Survival +2 to find his way out of a place.
 Ignore familiarity penalties.

TRACKER

Survival vs Mediocre to Track – Each shift from this roll spent thereafter gives the character one piece of information about the person or creature being tracked.

RIDING

HANDS FREE

Riding your animal never causes a supplemental action penalty when you're doing something else from the saddle.

HELL BENT FOR LEATHER

Survival +2 with *sprint* action while mounted
 With **Animal Companion** – Companion's **Athletics +2** with *sprint* action while mounted.

RIDE ANYTHING

Suffer no penalty or increased difficulty for a lack of familiarity.

BREAKING IT IN

When breaking in new mounts.
Survival +2 vs Resolve
Athletics +2 or Might +2 vs Survival.
 If successful, **Survival +1** on a creature he has broken for the duration of that session.

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics Weapons, Fists		Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
							Few months	A season	Half a year	A year	A few years	A decade	A lifetime

Gadgets, Gizmos and Artifacts

🔧 Improve an Item

1. Determine the base *difficulty [cost]* of the device.
2. **+1 Difficulty, +8 Hours** per added **Improvement**.
3. **[Req : Work Space with Quality equal to (=) Total Difficulty]**
4. Increase or Decrease *time* spent
 - o Double *time* to gain **Skill +1** to create. Do this as many times as desired.
 - o Reduce the *time* spent. **Skill -1** per hour less than 8 per improvements.
5. Note : 🔄 **Improved** items do not last between adventures.

🛒 Buy an Item with Improvements

1. Find the Item : **Contacting** with **Difficulty = Cost +1** per improvement.
2. Buy the Item : **Resources** with **Difficulty = Cost +2** per improvement.
3. Note : 🔄 **Bought** items do not last between adventures.

STANDARD IMPROVEMENTS

Additional Capability

- Do something else of roughly the same scope
 - Do something normal but do it exceptionally well
- Armed** – Adds guns or blades to a device. Use with the Guns or Weapons skill.

Armored – When hit for one point of stress, the damage is inflicted but does not roll up.

Futurization* – Include a technological advance that existed before the beginning of World War II.

Independent – Add a manner of autopilot. It is able to act independently in a very limited fashion.

Hair Trigger* – Mostly only applicable to explosives.

- A bomb with a hair trigger has no delay.
- **Failing** the throw - explodes at the thrower's feet!
- Take physical stress while carrying device, roll a die, and on a -, it explodes.

Miniaturization – Make the device smaller.

Maximization – Make the device BIG!

Craftsmanship – +1 to Device Skill, max once.

Rugged – 2 extra boxes of capacity over the default.

Upgrade – +2 to Device Skill in a specific circumstance.

*** May not be added to Artifacts.**

WEIRD SCIENCE IMPROVEMENTS

[Req: 🧪 **Weird Science** or co-inventor]

Alternate Usage – The device allows one skill to be 🔄 substituted for another.

Speculative Science - Include a technological advance that existed during the 20th Century.

Conscious - Device is capable of basic reasoning, and can interpret simple commands.

Special Effect – A device may now operate on different principles., like a car that runs on water or a gun which can shoot ghosts. The game benefit of this will depend highly on the specifics.

MAD SCIENCE IMPROVEMENTS

[Req: 🧪 **Mad Science** or co-inventor]

Unbelievable - Like futurization, but this allows for scientific advances which are considered science fiction even today.

ARTIFACT ONLY IMPROVEMENTS

Arcane - Does not actually *do* anything, except it makes whatever else the artifact does into a magical effect.

Blessed – As Arcane but Holy. Artificer should also be a holy man of some sort, like a priest.

SAMPLE EQUIPMENT LIST

	Speed	Capacity	Cost		Cost
Cars				Guns	
Car (Model T Ford)	Average	□□□	Great	Practical, line of duty Revolvers	Mediocre
Luxury car	Good	□□□	Superb	Big Honkin' Revolvers	Mediocre
Hot Rod	Great	□□	Great	Semi-Automatic Pistols	Average
Limousine	Fair	□□□□□	Superb	Hunting Rifles	Average
Truck	Average	□□□□□□	Good	Military Rifles	Fair
Motorcycles				Submachine Guns	
Simple Cycle	Good	□	Good	Machine Guns	Good
Harley Davidson	Great	□	Great		
	Force	Area	Notes	Blades	
Dynamite	Legendary	1		Pocket knife	Terrible
Hand Grenade	Fantastic	1		Hunting knife	Poor
Bottle of Nitro	Fantastic	1	Hair Trigger	Sword	Mediocre
C	Fantastic	1			

R A N G E	Same	+1 Zone	+2 Zone	+3 Zone	Defend	T I M E	Instant	Few moments	Half a minute	Minute	Few minutes	15 minutes	Half an hour	
	Fists (Melee)	Weapons (thrown)	Guns (Handguns)	Guns (Rifles)	Athletics		Weapons, Fists	Few hours	An afternoon	A day	A few days	A week	A few weeks	A month
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